

A Brief Introduction to SIMULATOLOGY



"It would be ironic indeed if the people playing computer simulation games were to discover that *they themselves* were in a computer simulation!"

mike knowles

SOME TERMS USED

Hypothesis

A notion based on limited knowledge and used as a starting point for further investigation.

Algorithm

A set of rules used in computer operations.

Red Pill Weird

In the film, The Matrix, Neo (Keanu Reeves) was offered a red pill or a blue one. The blue pill meant he would continue to believe he was in a real world and the red one would show him he wasn't.

Quantum Physics

Put simply, this is the study of matter at the level below the atom. Quantum physics involves studying things that have no physical characteristics. It has been described as "not only stranger than we suppose, but stranger than we can suppose." This doesn't stop it from being our strongest science and without it there'd be no electronics industry.

Quantum Computing

Quantum computers use what are called quantum fluctuations. This refers to the fact that quantum particles fluctuate between two states. This is precisely what an ordinary computer does. It fluctuates between the state of "1" and "0." The quantum computer is different because it can exist in two states at the same time! This means it can be incredibly powerful.

Yes, it sounds Red Pill weird. But quantum computers are being built right now.

Solipsism

The philosophical theory that only your own Mind exists and that everything else is a product of your Mind.

Abstract concepts

Abstracts concepts are described as those things that are non-physical because they have no relationship with the so-called physical world.

Note: This is a "chapbook"

Chapbooks normally contain 15 to 30 pages. Women who haven't heard of chapbooks can rest assured they're not exclusively for Chaps!

The Author

PART 1: SIMULATOLOGY!

Contents

<u>Page</u>	
2	<i>SOME TERMS USED</i>
3	<i>PART 1: SIMULATOLOGY!</i>
4	INTRODUCTION!
8	CHAPTER 1: THE LONG ROAD FROM CAMP DEBATABLE TO SIMULATOLOGY!
16	CHAPTER 2: THE FINAL VERSION?
17	CHAPTER 3: OH, THAT LONELY FEELING!
19	CHAPTER 4: REALITY!
20	CHAPTER 5: ONE SIZE FITS ALL!
22	CHAPTER 6: PERCHANCE TO DREAM!
24	CHAPTER 7: MENTAL ENERGY!
26	CHAPTER 8: THOUGHTS!
28	CHAPTER 9: QUANTUM ENTANGLEMENT!
29	CHAPTER 10: HOW WAS IT CREATED?
30	CHAPTER 11: FREE WILL?
31	CHAPTER 12: SIMULATOLOGY'S HALL OF FAME!
33	CHAPTER 13: SAY FAREWELL TO SIGMUND FREUD!
34	CHAPTER 14: TALKING ABOUT ABSTRACT CONCEPTS!
35	<i>PART 2: INTO THE SANDBOX!</i>
35	CHAPTER 15: PAY ATTENTION!

INTRODUCTION!



After this she's getting into her leather gear to whip a few naked men.

SISTER ELIZABETH: *We want to share our joy and enthusiasm with you! And, in doing so, we will open your minds to wonders that will take your breath away. Of course, we don't mean that in a literal sense. We're here to educate, not asphyxiate!*

The Steampunk Driven ScienCology Roadshow

Yes, wouldn't it be ironic!

Me, I just love the thought of that. Not the dominatrix above, but the thought of all those people hooked on playing God on *Minecraft* or *The Sims* blissfully unaware there's a possibility they're *also* in a simulation.

The realisation they're not playing the simulation because they *want* to, but because they *have* to. I bet some of you find that amusing as well.

That's payback.

And, as the Americans are fond of saying, payback is a mother*****.

Based on Science

So what's this "we could be living in a computer simulation" thing all about?

For a start it's *not* fiction.

So, if you were hoping for a story in which *Microsoft's* superior AI has produced a megalomaniac *X-Box* that controls the universe and is about to reap havoc on computer gamers, I fear I must disappoint you.

That's not to say they're not secretly working on that.

No, Simulatology is based on science and rational thinking.

And it has some *heavy* backers.

Apart from articles in leading science magazines suggesting we could be in a high tech version of *The Sims*, *Minecraft*, or even "*The Matrix*" (God help us) there's Nick Bostrom.

He's the Swedish philosopher who came up with a hypothesis that we could be living in a simulation created by a future civilization using an advanced computer.

Simulatology's hypothesis *also* has an advanced computer.

And, what's more, a Professor at *MIT* has even described the sort of computer he thinks it is. And, as a clue, it's the type of computer the IT industry is feverishly trying to develop!

But I fear their efforts will be in vain.

That's because the one Simulatology is proposing is not only impossible for us to build but it's more than capable of creating *this* universe and any other possible universe.

Not only that, it can build an infinite number of them.

So this is not just some SF pipe dream.

Instead it's a distinct possibility.

But on one point I must disagree with Bostrom. Although Simulatology is based on an advanced computer there's no future civilization involved here because the simulation could be happening right now.

Talking Religion

So welcome to my idea for a cult religion called Simulatology.

Why a cult religion? I could just present it as a serious hypothesis.

Yes, I could.

The trouble is it would be *too* geeky for my liking. I like to jazz things up a bit. As well as writing for comics I also dabbled in Gonzo Journalism. So I like to mix facts with a nice dollop of bullshit.

Not that I'm the *only* SF writer with a propensity for bullshit who created a cult religion.

There's Mother Hubbard's son who attracted the attention of Tom Cruise.

But more of them later.

We're Not like Those Other Religions

At this point I must stress that unlike those *other* religions, cult and otherwise, Simulatology merely *suggests* it could be true.

That's right, *suggests*.

Yes, there's sufficient evidence to make us wonder if we *could* be in a simulation. But that's as far as Simulatology is prepared to go.

Why?

Because I don't have any definite proof.

Not that this is always seen as an obstacle.

We know there are people out there who claim things to be true without giving any proof.

Not all of them for malicious reasons. They simply believe it's true because it *want* it to be true.

I have disappointing news for them.

Believing or thinking something could be true doesn't automatically *make* it true.

Not that this bothers the scammers and those who create conspiracy theories to pander to their paranoid delusions. When these creatures come across the gullible it's a feeding frenzy!

Believe you me; it's not a pleasant sight.

But we're not interested in the gullible.

They're not, as they say in advertising, our target audience.

Instead Simulatology is looking for people who are prepared to question what they're told.

Rational people.

However this is a two edged sword.

On the one hand it makes Simulatology sound like a new and radical form of cult religion. One in which we're *not* going to promise you a reward if you have complete faith in it. Yes there may indeed be some reward here on earth or some form of immortality.

But we can't guarantee that.

And that's going to put some people off. The one's who are looking for a "quick fix."

That's because Simulatology is based on science, not superstition.

However, if you need what those other religions offer then there's no point reading any further.

The Methods Used in Simulatology

Whilst creating this "cult religion" I tried to make every effort to present valid arguments to support my suggestions. However, we humans are fallible (and I'm probably more fallible than most) so mistakes may – and probably have – been made.



"Trust me. This man know stuff!"

Thank you, Kim! In a cynical world where everyone is suspected of being a scammer, Simulatology needs all the help it can get.

But I think we can do without yours!

To start constructing Simulatology I had to become a pedant.

Be very careful here!

Pedants and pederasts have totally different goals in mind.

On the other hand some pederasts may be pedantic in their pursuit of pederasty. Just try saying *that* with false teeth in!

Whilst pederasts pursue their illegal and abhorrent interests, pedantry simply means adopting a meticulous attention to detail. In doing so I must also forewarn you that some of my deductions may seem obvious. On the other hand I've found that the obvious is sometimes ignored.

Then there's what looks like my obsession with simplicity. But everything, no matter how complicated it becomes, always starts from a simple fact.

As a result I could promote Simulatology as a simple religion for simple people.

But that may give people the wrong impression.

Harry Potter

Finally some of the evidence will involve a weird Harry Potter form of science called quantum physics. I've made no attempt whatsoever to describe it in any great detail. That's because it's based on these esoteric equations that make about as much sense to me as Egyptian hieroglyphics do to a blindfolded archaeologist in a pitch dark tomb.

But you'd better believe me it works!

CAPTAIN JACK: *If you want to learn more about quantum physics then please buy the book, "The Quantum Enigma: Physics Encounters Consciousness." The two authors are poor physicists and they need every penny they can get.*

The Steampunk Driven ScienCology Roadshow

CHAPTER 1

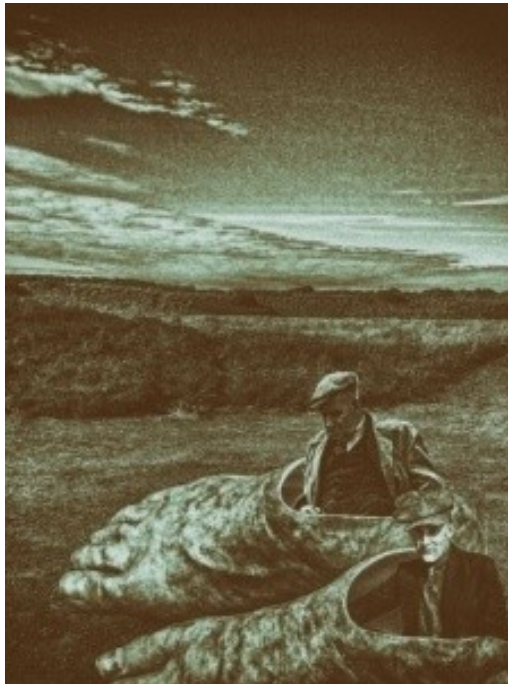
THE LONG ROAD FROM CAMP DEBATABLE TO SIMULATOLOGY!

"And God said, Let there be light."

And there was just darkness.

GOD: Shit! It worked before.

JESUS: The fuse has blown. You need to change it, Dad.



And when the light came on they saw the universe had taken on a Red Pill Weirdness!

The Red Pill!

PROFESSOR MILTON: It seems that when faced with some real red pill weirdness, Stephen Hawking just couldn't cut it. He does not have the intellectual fortitude it takes to belong to our religion.

CAPTAIN JACK: Oh, dear! His life's dream shattered by a lack of red pill weird appreciation. How sad is that?

The Steampunk Driven ScienCology Roadshow

No, it's not Ecstasy.

(Although it led to ecstasy for the hero in *The Matrix*).

Now that was fine for Keanu Reeves.

But what about the rest of us?

It seems that scientists have also been taking the red pill because they've expressed reservations about the world around us.

Take a look at this title from a from scientific journal...

"According to a Professor of Quantum computing at MIT, we could be living in the kind of digital world depicted in "The Matrix," and not even know it."

So, as you can see, I'm not the only one obsessed with the idea of a simulation. The professor in question is Seth Lloyd head of quantum computing at MIT.

A Little More about Quantum Physics!

That's right.

The simulation we're suggesting is based on quantum physics.

Let me repeat just how strong a science this is. A third of our economy depends on it and not one of its predictions have been proved wrong.

The problem is these predictions are based on something that sounds even more ridiculous than the stuff taught at Harry Potter's Hogwarts School of Witchcraft and Wizardry!

J. K. Rowling may need to get a degree in physics.

So we need to ask ourselves if this *is* a simulation then *who* or *what* is pulling our strings?

And why?

Certainly not *this* guy! Although he did provide the inspiration that eventually led to this book.



The characters were typecast.

So I'd like to introduce you to the former Gunnery Sergeant in the United States Marine Corps who started it all...

CAPTAIN JACK: My friends, these men and women have been painlessly indoctrinated into the subtle mysteries of ScienCology. Indoctrinated by none other than this former marine. A man who rose from a Drill Instructor at Parris Island to the heady heights of Disciple Instructor in the Church of ScienCology! And as a result of his inestimable contribution to the creation of ScienCology he was awarded the honorary title of Professor of Natural Philosophy. And that, my friends...that is the power of our religion!

The Steampunk Driven ScienCology Roadshow

Camp Debatable and Milton P. Smith!

It began back in 2009 with the Corps of Marine Trained Debaters. Milton P. Smith (who at this stage was still able to walk and breathe) ran Camp Debatable. Milton, who was a former Gunnery Sergeant in the United States Marine Corps, was modelled on the inimical DI Hartman in Kubrick's film, *Full Metal Jacket*. It was the job of Milton and Camp Debatable to create highly effective anarchists who would put the world to rights.

Alas, they didn't.

The Marine Corps had met its match in Mother Nature. Mother Nature is hard.

She is a grunt.

Enter Mother Hubbard's Little Boy

Back in 2015 I was further inspired by a guy called L. Ron Hubbard. As you may know he's the one who created a cult religion called *Scientology*.

He was also a science fiction writer.

And so was I.

To be honest I must admit science fiction was only a small portion of what I wrote. My SF contributions, for what they're worth, were for a comic called *Starblazer*. Hubbard, on the other hand, wrote books about it.

My SF books were non-existent.

Be that as it may, I decided that if a fellow science fiction writer could create a cult religion, then so could I! Would this lead to hubris? But nothing ventured, nothing gained.

Not that my motives were *entirely* altruistic.

No, I had my sights firmly on Tom Cruise. You may have heard he'd joined the cult Hubbard had created. Not only did Cruise join it, he supported it with his wallet.

His rather *large wallet*!

I have to confess that the idea Cruise's large wallet might be emptied into *my* bank account instead Scientology's further inspired me to create ScienCology. So the Corps of Marine Trained Debaters was disbanded. The plan was simple: because ScienCology *sounded* like *Scientology* it might fool other celebrities into joining my cult by mistake! After all, there's plenty of evidence to show that celebrity and brains don't always go together. I also stated that ScienCology was based on logic and rational thinking. Yes, I know logic *is* rational thinking, but as the advertising industry would argue the two sound more impressive when separated.

A Possible Broadway Hit?

Milton, however, survived and a version was even written as a play!

Marine Corps, right?

Semper fi – do or die!

The play was called The Steampunk Driven ScienCology Roadshow! (I'd fallen in love with the Steampunk genre after playing a game called *Damnation*). The roadshow was led by Captain Jack Hawksworth; a man who began by mud wrestling alligators and ended up a globe-trotting adventurer. And not just *any* run-of-the-mill adventurer. Compared to Jack, lesser mortals like Bears Grylls simply paled into insignificance! Now in his 40's, Captain Jack had decided to devote his time to creating ScienCology; a religion that's a bit like *Scientology*, but more scientific.

Jack was married to Elizabeth, a former circus lion tamer, and they circumvented the globe several times, seeking adventure wherever they could find it. They were aided by an American called Milton P. Smith who was now a Professor of Natural Science who'd moved to England after developing severe hypochondria. This led him to build a steam powered iron lung using equipment scavenged from a junk yard (Milton was trained as a combat engineer so he had no problem putting this gear together)!

SISTER ELIZABETH: *Captain Jack and I had spent our adult lives surmounting the most incredible odds. Odds that would make even the bravest of the brave think twice before tackling. We had dared to dream the impossible dream not once, but on a regular basis. And, when we met Professor Milton, we knew we'd found a kindred spirit. Who else could have created a steam powered iron lung? A machine that, before it was actually constructed, was almost impossible to imagine.*

The Steampunk Driven ScienCology Roadshow



We must not forget Professor Milton's contribution to the field of Steampunk respiratory medicine!

Logic and rational?

Pull the other one.

Okay, perhaps it was more *fiction* than science. But look at Hubbard. One of his books was called *Typewriter in the Sky*. This made me wonder if he was sponsored by *Remington* or *Underwood*. They would have been key contributors. Key, get it? The play went the way the iron lungs had gone.

Into the scrap yard!

But I've recycled some of the dialogue here in this book.

Waste not, want not, right?

CAPTAIN JACK: *Let's be fair. It could be true. Maybe Xenu thought these Thetans were immune to Jupiter's toxic cocktail of hydrogen, helium, ammonia, sulphur and methane. Who knows what was going on in his twisted mind? My friends! Here in North Wales – a region usually associated with sheep farming and caravan parks – a new religion was forged! And what started as a spark was destined to set theology ablaze! In the not too distant future historians will equate our meetings with the time Martin Luther nailed his 95 theses to the church door at Wittenberg.*

The Steampunk Driven ScienCology Roadshow

Wittenberg would have to wait. Instead ScienCology was nailed to a house in the UK.

Here then, was the revised version...

"Our rival, Scientology, has Xenu the all powerful ruler of the Galactic Confederacy (a bit like Star Trek's United Federation of Planets, only considerably darker). According to their founder, L. Ron Hubbard, Xenu brought billions of his people to earth, tied them to volcanoes and killed them with hydrogen bombs. And, if you're into a homicidal nuclear weapon wielding Ming the Merciless, then I fear you'll be disappointed with our religion. Instead ScienCology is based on a bunch of physicists along with a professor of philosophy, a professor of quantum computing and a Medieval Friar. These then are the people who inspired me.

And, as far as I know, these people don't have any hydrogen bombs at their disposal. And, if they do, then they're keeping very quiet about it. But what we do have could be considered to be just as powerful.

We have quantum physics.

You may have heard quantum physics is all a bit weird. It consists of these arcane equations that to most people make about as much sense as Egyptian hieroglyphics do to a blind man in a dark room. As for weird? Even Nobel Prize winning quantum physicists can't seem to get their heads around the stuff they're working with! Not only can quantum particles exist in two states at the same time, they can also be in two separate places at the same time and that two particles can communicate instantaneously no matter how far apart they are.

They could even be at both ends of the universe! This is branch of science that suggests reality doesn't exist until we observe it. And I reckon even Harry Potter may be hard pressed to come up with sorcery like that! But give J. K. Rowling her due, she may get round to it one day.

Weird it may be, but Quantum Physics just happens to be the strongest science we have. For example, without it there'd be no electronics industry. We'd still be communicating long distance with semaphores. Just try sending emails by waving two little flags about! This has made some physicists wonder if Mother Nature likes playing sadistic practical jokes. Fortunately ScienCology isn't prepared to go that far. Instead I present you with a choice. In the film, "The Matrix," the hero was given the choice of taking a red pill or a blue one. The red pill would lift the veil and show him that what seemed to be real was just an illusion. But, if he chose to bottle out, he could take the blue one. Whereupon he'd wake up in bed and blissfully forget everything that happened to him. ScienCology gives you a similar choice. Only our red pill is metaphorical. And, unlike the pill Keanu Reeves was offered, this one is considerably larger. That's because some of the things I'll be telling you are pretty hard to swallow.

However, the good news is that if you take this pill you won't wake up naked inside a high tech pod to discover that you're hooked up to a giant battery charger. Although some of you may hanker fantasies about that. As for all those equations? I prefer to keep things simple (the downside is that some uncharitable people – like the Scientologists – may say this is a simple religion for simple people) so I like to make good use of Occam's Razor. Philosophers and scientists regard this metaphorical

shaving instrument as the intellectual version of your Swiss Army Knife. Occam's Razor works on the Law of Parsimony (popular with those of a miserly, Scrooge-like, disposition) and states that "entities should not be multiplied beyond necessity." In other words, the more complicated and convoluted the explanation is, then the less likely it is to be true.

CAPTAIN JACK: The Bible makes no secret of the fact that the Holy Spirit impregnated a married woman. Indeed, it seems very proud of it. Proud that one of the Holy Trinity cuckolded a poor carpenter. And let's not forget that this deed was done on God's instructions!

The Steampunk Driven ScienCology Roadshow

ScienCology uses this razor to shave away the layers of false logic to reveal the bullshit underneath. So, unlike the theologian, Saint Maximillian Kolbe, we won't be using circular arguments. Kolbe pronounced that the Virgin Birth was far too deep and mysterious and regarded any attempt to explain it to be pointless. Thus using a circular argument to defend a form of childbirth that disregarded the laws of nature.

Nice try, Kolbe. But no cigar!

And let's just mention that some scientists are starting to sound as if they could be potential ScienCologists!

The same, unfortunately, cannot be said for Scientology.

The Christians, who are also have a different perspective on things, have a series of interactive sessions freely exploring the basics of their faith. It's called "The Alpha Course." Not to be outdone, ScienCology also has an Omega Course! This is it and it's considerably shorter. Why Omega? Because we believe the information we give you is as accurate as an Omega watch! And, by a happy coincidence, George Clooney advertises Omega watches! So, while Scientology has Tom Cruise, we have Clooney (and let's not forget Keanu Reeves).

When I began constructing Simulatology I wanted to replace the Biblical Genesis with the Big Bang Theory. After all, the story of Adam and Eve and a talking snake selling poisoned apples ran counter to advances in genetics and anthropology. Although not in Snow White.

But even the Big Bang is not without flaws. The most fundamental being the question of what happened before it. Then he learned some scientists had speculated there was nothing before the Big Bang. Nothing-to-the-power-of-nothing, as one of them succinctly put it. Nothing-to-the-power-of-nothing had a nice ring about it. It described an absolute state.

Suddenly an intense feeling of excitement came over me! Could the universe have been created out of nothing? Did nothingness have some special power which enabled it to trigger the Big Bang? This was Red Pill weird.

There was just one problem: as far as I knew there's absolutely nothing in nothing-to-the-power-of-nothing to do anything. In fact the term "nothing" presents us with a paradox. In fact the only way to imagine nothingness is not to imagine it at all! Why?

Because there's nothing in there to imagine anything. So I found myself gazing in wonder at the awesome paradox of nothingness-to-the-power-of-nothingness. Just thinking about it caused me to reach for the paracetamol. Fortunately I remembered that there were two sides to everything. And the opposite of nothing is something. In other words, if a state of nothingness-to-the-power-of-nothingness exists then, by that argument, so should a state of something-to-the-power-of-something.

And, lo and behold, something does exist! The universe exists!

I then recalled Steven Hawking arguing that time was created by the Big Bang. Which begged the question; how long did it take for time to come into existence? And this revealed yet another fascinating paradox!

In the absence of time it must have taken no time at all.

In other words it must have happened instantaneously! And, because it was instantaneous, you could argue that time has always existed. This was the simplicity ScienCology needed. It was certainly far simpler than the convoluted version of Genesis one finds in the Bible.

Things moved on when I came across the philosopher Nick Bostrom. According to Bostrom we could all be living in a computer simulation. Again this seemed to be the sort of red pill weirdness Simulatology needed. There was just one problem.

Could there be such a computer?

But before I discovered there was potentially just such a computer, I turned my attention to something that appeared, at least to me, to be self-evident and required no proof whatsoever. And that was the existence of the Conscious Mind. This then led to another seemingly self evident truth.

I had this strong feeling that the universe and everything in it would not exist without a conscious awareness of its existence. I said seemingly because there was just one slight problem.

That's right.

The problem is there's plenty of evidence to show the universe existed before the Mind appeared. So I asked myself how do I know the universe existed before the Mind.

The answer is because the Mind tells me so. And never mind this universe. I'd also need my Mind to imagine a universe where the Mind doesn't exist!

How's that for a paradox. You need a Mind to imagine a universe where there is no Mind.

Then I asked myself another question: what if there was no such thing as the Mind. What if it was absolutely impossible to see or feel anything at all? What if it was absolutely impossible to know anything? Without the Mind there'd be no language or mathematics. Indeed, the very concept of existence would no longer exist. In other words I couldn't even imagine what it would be like without a Mind because I'd need my Mind to do that!

In fact if we took it to its logical conclusion, there wouldn't even be nothing to the power of nothing.

And I'd not finished yet. There was another paradox.

If we're going to argue the universe existed before the Mind we need to ask ourselves how long did it take for the Mind to appear? It's been calculated that it may have taken at least 3.77 billion years before life appeared on this planet.

Or did it?

But by now it should be obvious that the awareness of time requires a Mind to be aware of it. So it stands to reason that before the Mind existed there was no concept of time. So how long did it take for the Mind to appear? Well, as far as the Mind is concerned, it took no time at all. I looked for a suitable analogy and thought of someone who'd just emerged from a deep coma. To them no time at all would have passed between going into the coma and coming out of it.

I asked myself what if we've underestimated the absolute importance of the Mind?

What if we've merely taken for granted that we can do nothing without it.

That without it there wouldn't even be nothing!

I then amused myself by considering what this could do to those religions that relied on the existence of a deity. It wouldn't be difficult to prove that a Mind must exist before there's an awareness of God. I've just done that for the entire universe! So, using the Law of Cause & Effect, I suggest it was our Minds that created God, not the other way round. So who really is running this show? ScienCology believes it's the Mind. We created God. In other words God should be worshipping us! So there's really no reason why God shouldn't be generous when the collection bowl comes round.

And here's one guy who might pray ScienCology is true!



This Pope knows what the pecking order is!

So here was my stab at Genesis. ScienCology says the universe was created by the Mind. It takes the Holy Bible 30,046 words to describe their version of Genesis whereas ScienCology can do it using only 9!

A saving of 30,037 words! Think of how much smaller ScienCology's carbon footprint is!

We're talking ecology! We're talking about a green religion!

And, what's more, it didn't take the Mind 6 days and after then it had to rest.

It was done so quickly it was instantaneous!

Then I came across this...

"The universe could be simulated by a quantum computer – one exactly the size of the universe itself."

The statement above comes from the book "Programming the Universe" by Seth Lloyd, a professor of Quantum Mechanics at the Massachusetts Institute of Technology. And it forms the central hypothesis of ScienCology. Let's just talk about the power of this beast! Lloyd pointed out that to simulate a few hundred atoms from the universe for a fraction of a second on your PC or Mac would take more memory than there are atoms in the universe. And, to make matters even worse, it would take longer than the current age of the universe.

So, if you think your computer is slow, just think about that.

Lloyd then goes on to calculate that by using quantum fluctuations Lloyd's computer has, since the dawn of time, completed around 10 followed by 122 zeros, operations on 10, followed by 92 zeros, binary digits. So we can assume that with the right broadband package, the universe will have no trouble streaming movies.

Box sets? Bring them on!

Having read Lloyd's book I was pretty confident that any universe sized quantum computer would have no trouble creating a simulation like Bostrom's virtual reality. In fact, it could create as many of them as you wanted! And, what's more, you wouldn't need Bostrom's race of super-intelligent beings to build this computer. Because it's already been built and it's working away all around us.

So I decided there and then what ScienCology's Grand Hypothesis would be: that we might be the result the ultimate form of computer simulation.

Unless, of course, you believe its God or Xenu that's controlling it.

I then took this a step further. I remembered my argument that the universe wouldn't exist unless there was a Mind that was aware of its existence. And that's when I decided ScienCology would suggest that the Mind might have created the universe.

So let me leave you with this thought.

The binary nature of the universe may just be sheer coincidence and that using just two instructions even ordinary computers can create virtual realities indistinguishable from the reality around us.

Or are computers trying to tell us something?

We ScienCologists think they are. And it's all in the Mind.

Your Mind."

Onward, Forever Onward!

Nevertheless the reaction to ScienCology was muted to say the least. After the other two versions had fizzled out like a damp firework, I should have expected it. Either I wasn't promoting it enough or it was a load of bullshit.

Since then I've had to rethink certain aspects, especially the ones about absolute nothingness. But this is – and will remain – a work in progress.

CAPTAIN JACK: Ours is an atheist religion. Now, my friends, you may be asking yourselves: why would atheists even want a religion? Surely that's the very thing they're trying to get away from. I asked myself the very same question. And I came up with a pretty good answer. Why should religion have all the fun when it comes to formulating weird, Harry Potter, type theories about the universe and everything? Especially since there are branches of science and philosophy that can come up with theories that are even weirder than the ones created by J. K. Rowling! Theories based, not on some non-existent deity, but on the strongest and most rigorously tested of all the sciences. Theories seriously considered by some leading physicists. Science has hidden its brilliant light under a bushel for far too long. Now it's time to show religion who really is the Daddy!

The Steampunk Driven ScienCology Roadshow

CHAPTER 2

THE FINAL VERSION?

After various rewrites ScienCology finally evolved into *Simulatology*. And I *still* have hopes it may turn into a massive cult religion just so I can kick Hubbard's ass. And kick it hard! There's no harm in dreaming.

A Religion Fit for Scrooges!

Unlike Hubbard's Scientology I won't charge people money to belong to Simulatology. There are no fees involved in Simulatology. There are no churches or meeting places. Simulatology can be studied at home. You can study it in a park or sitting on a bus. You can even study it taking a dump in the lavatory. After all, the anal sphincter does all the work and you're just an added appendage. So why not study my book? It's free.



There are some who feel this book should go in there!

As with previous versions I've tried to leaven Simulatology with humour. How many jokes are there in the Bible?

Not many, I'll bet.

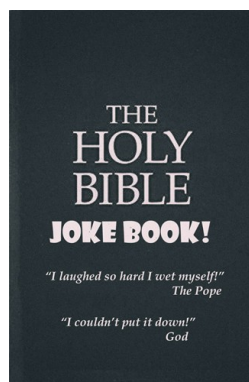
Now some may say the Bible is a joke. But I'm not going to make uncharitable remarks about the opposition.

Simulatology is above cheap remarks like that.

PROFESSOR MILTON: *I read that the early Bibles were illuminated and handwritten in Latin by monks living in monasteries. Jesus H. Christ! They were eating raw vegetables. Just imagine being hunched over a desk all day with a quill and some ink, scratching away at some parchment. Praying you don't make a goddam spelling mistake. They were grunts. They were hard. They spent the night sleeping on a wooden board and got up at dawn to pray to some God who's nice and warm in heaven surrounded by angels. Trust me. Those are not the prime conditions for creating gags.*

SISTER ELIZABETH: *My parents read the Bible all the time and I never heard them laugh.*

Sister Elizabeth: The Steampunk Driven ScienCology Roadshow



We'll start with a paradox that continues to fascinate me...

CHAPTER 3

OH, THAT LONELY FEELING!



"I know you're out there!"

It's all in the Mind!

It's clearly ridiculous for someone to imagine that only *their mind* exists and everyone else – including the entire universe – is a just figment of their imagination.

How *self-centred* can you get?

Yet I find something diabolically appealing about it.

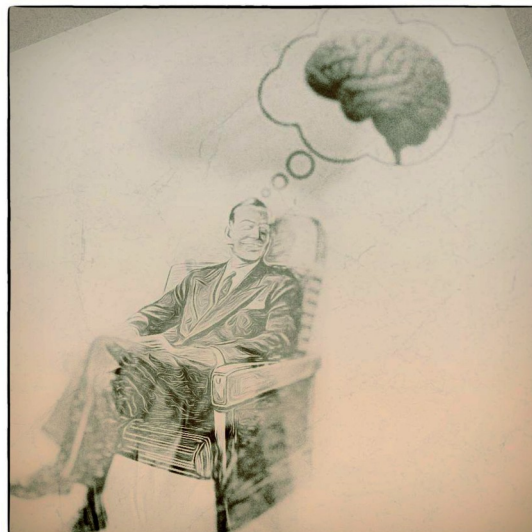
Of course, the argument is that if everything *has* been created by their Mind they should have control over the universe and everything in it.

Yet the paradox – ridiculous as it sounds – continues to intrigue me.

The paradox is called "*solipsism*."

Now let's look at why someone might imagine it was true.

Where is the brain?



For this exercise Imagine the doctor has shown you your brain scan (or, if he's one of these egotistical types, he's shown you *his* brain scan)!

Now try and see that image whilst your Mind is no longer in a conscious state.

Let's say you've made some remark about a nurse he fancies and he hits you with one of those hammers they use to test your reflexes.

It happens from time to time.

And now you're out like the proverbial light.

Could you *still* see that scan?

Of course not! What a stupid question.

So it seems reasonable to assume you've seen it *inside* your Mind.

In fact *everything* is observed inside your Mind.

This is called a self-evident fact. (Unless you can confidently prove that you can observe things *without* the help your Mind).

I'll be plugging this fact from time to time.

Call it an obsession of mine.

Solipsism explained!

So you can see how this may persuade *some* deluded people to believe in solipsism.

God, for example.

The problem is there are lots of arguments why solipsism is a fallacy, but no one has yet provided definite proof it isn't.

Which is worrying.

But not for God who's sitting pretty up there.

Solipsism solved?

I decided a more rational description would be to call it "*individual solipsism*." At times it seems only we exist. Until someone reminds us we don't.

I then changed it to "*Individual Minds*."

Yet I couldn't shake the feeling that individual solipsism was trying to tell me something.

Perhaps it's a clue.

However, let's move on to *another* paradox.

One you can only *dream* about...

CHAPTER 4

REALITY!

Quantum physicists tell us that “reality” is an illusion.
Which is like a psychiatrist telling a deluded patient that they’re seeing things.
Not that this *proves* we’re in a simulation.
Or that we’re deluded (at least not everyone is).
Time to get some sleep...

Perchance to Dream

One of the things that fascinated me were dreams.
What are they?
Not what they *contain*. It’s obvious that they contain memories in the form of visual data.
I mean what actually *are* they?

It’s all in the head!

The common wisdom states that dreams are regarded as mental images and we talk about seeing them *inside our heads*.

Needless to say only *dream* or hallucinatory *images* are supposedly seen *inside* our head. As opposed to reality which is seen outside our heads.

Although this has puzzled a well known biologist. But we’ll get to that later.

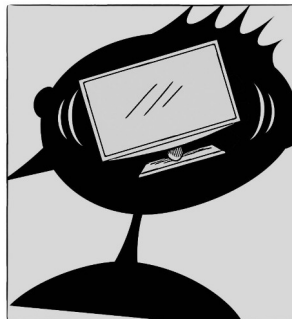
The internal Smart HD LCD flat screen!

I say *supposedly* because these images are actually seen *inside* the *Mind* (unless you think there’s a TV screen attached to the inside of your skull. And if there is, can I get “Netflix” on it)?

Conventional wisdom, however, argues that everything *else* we see is *outside* our Mind.

Even though we see it *in* our Mind.

Confused?



CHAPTER 5

ONE SIZE FITS ALL!

Enter the biologist Dr Rupert Sheldrake.

He wonders how we're able to see the *outside* world *inside* our minds.

So I think we can add him to Simulatology's Hall of Fame (this does not imply that Dr Sheldrake agrees with our simulation hypothesis).

Think about it.

The problem is that the *outside* world is a *physical* world.

Consequently it has certain *physical characteristics*.

The ones that concern *me* (and presumably Dr Sheldrake who must have taken physics at school and university) are *size* and *weight*.

And – if you're going to be a Simulatologist – they ought to concern you.



A mountain to climb!

Let's take Mount Everest for example.

It's *big*.

And it's *heavy*.

In fact, it's over 5 miles high.

And weighs a cool, if you'll forgive the pun, *175,000,000,000 tons!*

And *all that* fits *inside* your Mind?

Pull the other one, right?

So when you see Mount Everest inside your Mind (which, according to conventional wisdom is *inside your brain*) it has somehow shed 5 miles and 175,000,000,000 tons.

Forgiving scales!

Needless to say, the same must apply to you when you see yourself in the mirror!

So we'll say you've overdone it on those fast foods and you're now 82 kilograms.

No problem!

Not in your Mind you're not!

The Mind is *inside* your brain.

So whilst your body *outside* your Mind weighs 82 kg, the one *in* your Mind weighs, what?

It has to be lower...considerably lower. Because with the best will in the world you're not going to fit an 18kg object inside your head!

Not without buckling at the knees!

Harry Potter!

So that 18kg weight needs to go.

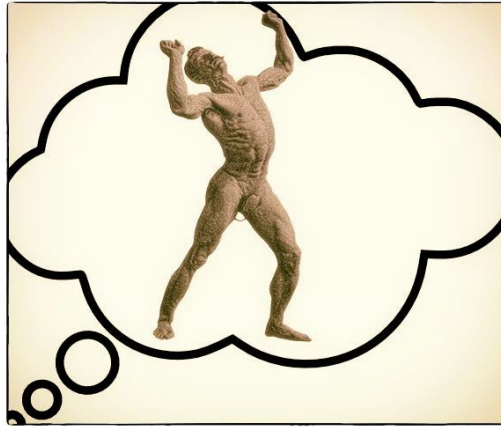
How?

Perhaps Harry Potter knows!

I'll try and answer this when I consider the nature of our dreams.

Chapter 6!

Perchance to Dream



Thankfully we can only see dream images inside our *own* Mind, so my wife has been spared the horrible sight of me periodically dreaming I was running naked through the streets.

I think she'd be eternally grateful for that.

A view I'm sure most of you share.

If any of you don't please drop me a line!

Only joking!

How does it work?

Of course this brings up the thorny question of explaining the *physiological* mechanism that allows us to see these dream images *inside* our Minds.

For a start we'd have to rule out the eyes because we tend to sleep with them closed. And even if our eyes are open they're looking in the wrong direction!

Imagine this if you can...

NEUROLOGIST: I still feel queasy when people's eyes swivel round when they're dreaming.

That's belongs in a Stephen King novel.

See how Red Pill Weird this thing is starting to be?

Size is Everything

I was interested in the *physics* involved. So I asked myself: how *big* are my dreams?

No, I'm not talking about my dreams of winning the lottery or ending up as the Supreme Ruler of the Universe.

These are yet to be realised.

No, I'm talking about the actual *size* of the *images* inside my dreams.

Have you ever asked yourself that?

It's an interesting question.

Things that matter

Like most people I took it for granted that the images weren't *real*; that they existed in my imagination.

But surely they'd need to be *physical* images?

If you recall from your science lessons all physical objects are composed of *matter*. And in science matter is described as something that takes up space and can be weighed. So they'd need to have *size* and something that has *no size at all* would be impossible to see.

Physical dreams!

So I assumed my dream images were physical in nature. That they had not only size but shape. And, because they resembled the things we see in the outside world, I presumed they'd also have the other physical characteristics such as mass, temperature, colour, etc.

In which case how *big* are they?

So far I've not found anyone who has measured them.

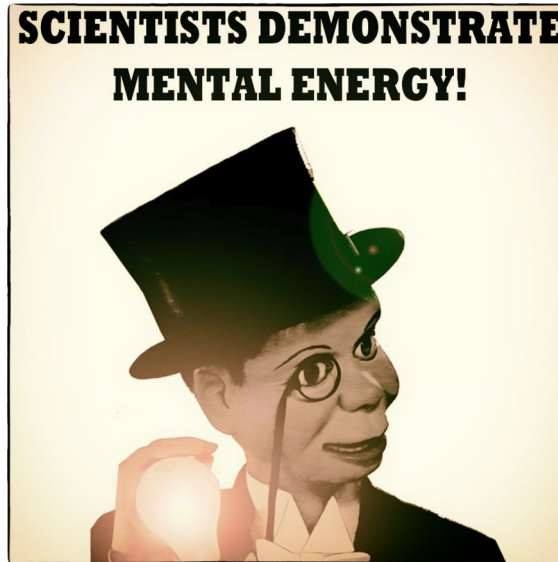
For once, *Google* has proved useless!

We'll stay with the mind for a while...

Now let's consider what the Mind is said to consist of.

Chapter 7

MENTAL ENERGY!



Two Minds

I came across a definition of the Mind that stated it was both both inseparable and separate from the brain. In other words the Mind is both part of the brain and not part of it.

In other words it exists in two states.

By coincidence quantum particles *also* exist in two states.

But we mustn't jump to conclusions.

The Mind is also invisible. Like the elusive soul no one has yet seen what the Mind looks like.

Quantum particles are also invisible. Apparently they're impossible to see.

But, again, we mustn't jump to conclusions.

These coincidences don't automatically *mean* the Mind *is* a quantum particle. We must be cautious and deal only in proof. But it suggests the two could be linked.

Mental Energy

The Mind was also described as energy – Mental energy.

And when you think about it that makes sense.

The simplest definition of energy is that it's something with the *ability to do work*. And that's what the Mind does (although mine keeps telling me it needs to rest).

And we can see the effects of Mental Energy. (And, if no one takes any notice of this book we can chalk that up as *wasted* Mental Energy)!

The smashed bottle analogy

Given that the Mind is a form of energy how are we able to see images *inside* our Mind?

Inside an *invisible* object?

An invisible object *has* no insides.

Take a bottle and smash it.

Now see if you can fill the bottle with water.

There's no bottle there.

So What's Simulatology's Explanation?

That the Mind and Mental Energy are abstract concepts.

I'll deal with the abstract later.

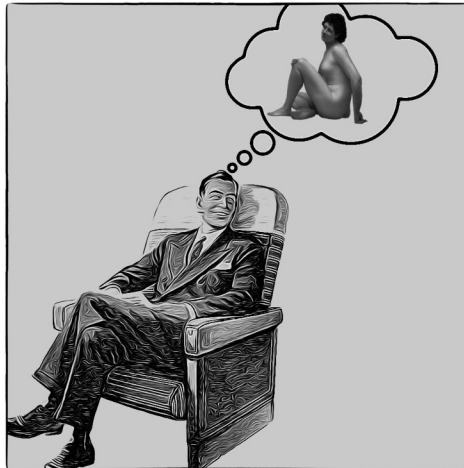
I feel “Mental Energy” is a better term. “Mind” sounds static, whereas Mental Energy refers to the activity of the Mind. Unless we’re rendered unconscious or dead, we can argue that the Mind is always active in some form or manner.

So from now on we’ll replace the term “Absolute Mind” with Mental Energy and spare a thought for another abstract concept.

Thoughts.

CHAPTER 8

THOUGHTS!



Back when the flesh was willing, I used to have lots of thoughts like the one above. Some rather more explicit!

Now I'm a Simulatologist.

A *pedantic* Simulatologist.

So now I'm interested in *how* thoughts come about, rather than how I can make them happen.

What precisely *produces* a thought?

That's easy, you might say.

When you decide think about something, *that's* what produces the thought.

Yes, but what about those thoughts that come out of nowhere?

Something must have triggered them.

If this were a simulation then we could argue that the thought was triggered by the program running the simulation.

Under certain situations there's this algorithm that triggers a thought.

And if it *isn't* a simulation then something else triggers it.

Take your choice. Both are logical explanations.

Historian of science and author, James Gleick, argues that the universe isn't matter or energy, but data!

Data banks!

If you think about you'll agree that thoughts contain *data*!

Without data there *would* be no thoughts!

Stands to reason, right?

So we can say that data and thought are synonymous.

Ah! You say. But what about empty thoughts?

Empty?

You're kidding, right?

If there was *nothing* there then there was *nothing* there to think about!

Logic tells us an *empty* thought is a contradiction in terms.

It's like saying empty data.

Data with nothing in it.

Data with nothing in it is no data.

End of story.

So an empty thought would have to logically refer to data that seems to have no real purpose.

Here come the Thought Police!

Whilst writing this book I came across an article claiming that by scanning the brain, scientists can tell whom a person is thinking about using imaging technology!

I found that fascinating and a little disturbing. Just think; those conspiracy theorists out there can have a field day with that!

It'd be like Christmas and birthday rolled into one for them!

Once again, (without jumping to hasty conclusions) we can apply the computer analogy to what those scientists have achieved.

Scanning the brain for images is no different to downloading a computer program and, using the appropriate software, we can read what the program is about.

And if this is, indeed, a simulation we're living in, then our "thoughts" are no longer our thoughts.

Instead they're computer instructions.

Computer data.

I'll discuss free will later.

The organic CPU!

Good point.

We can think of the brain as the CPU (Central Programming Unit) in a computer.

An *organic* CPU!

We can examine the circuits in a CPU and discover how it works.

Likewise, we can examine the brain and see how *it* works! (We also have a chance to do repair work. When you think about it, brain surgeons and computer technicians do the same sort of work).

However, the brain and its neural networks (wiring) is far more complicated than the CPU in our computer. Whilst neurology has been able to map areas of our neural wiring, many areas have still been unexplained.

Here's where the wires may be connected...

CHAPTER 9

QUANTUM ENTANGLEMENT!



“Scientists have proof that quantum entanglement is Real”

So what’s *quantum entanglement* when it’s at home?

Simply put, it means that two quantum particles can communicate with each other no matter how far apart they are.

They could, *theoretically* be at both ends of the universe.

And they can do this *instantaneously!*

How much more Red Pill Weird can you get

It was Red Pill Weird for Einstein. He wasn’t swallowing it. But experiments have shown that entanglement occurs.

Oh, what a tangled web those X-Boxes weave!

This is interesting...

“The brains of people playing an online game together synchronized without any physical presence.”

Individual Mental Energy *synchronized*.

In other words *entangled*.

So we can easily image Individual Mental Energy hooked up together like one of those workgroups Microsoft developed. I still have an old “*Windows & MS-DOS for Workgroups*” manual with its talk of Token Rings (no relation to the one Frodo Baggins had in *Lord of the Rings*) and Ethernet cables.

It’s a fascinating thought.

One more coincidence to add to the pile.

But now we must spare some time for monkey business...

CHAPTER 10

HOW WAS IT CREATED?



If Mental Energy *is* a quantum computer how did it create this simulation?

Seth Lloyd, who argued that the universe is a quantum computer, used the old monkey - typewriter example. But, instead of a typewriter, he told his readers to imagine the monkey was using a computer keyboard. Lloyd then argued that it wouldn't be very long before the monkey accidentally wrote a simple computer program. Eventually the programs would increase in complexity to one that created a simulated universe.

A simulation powerful enough to beat Google to the post and create sentient virtual beings!

Which is what we'd be.

The alternative theory

The Mental Energy is intelligent and uses mathematics to create this simulation.

Chose which one you prefer. (If you chose the monkey please spare a thought for the poor animal and perhaps give a donation to a wild life charity).

CHAPTER 11

FREE WILL?



Does being in a simulation mean you have no free will?

Those characters in computer games seem to have no free will. Yes, *Sonic the Hedgehog* looks like he's enjoying himself, but deep down he must be getting sick of travelling at close to the speed of light whilst trying to avoid ridiculous objects placed in his path,

And what about those Italian plumbers, the *Mario Brothers*? How many blocked toilets do they have to mend)?

The Shadowy Nature of Free Will

Some scientists suggest we have no free will. Is that *really* so bad?

Look at it this way...

As long as you *believe* you have free you'll still keep making decisions (good or bad) and imagine you were free to make them.

But what if you believe you *have* to make those decisions?

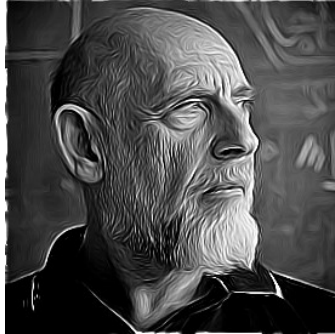
Then you'll still keep making decisions (good or bad) because there's nothing you can do about it.

You still end up having to make decisions.

Let's pause there and welcome a VIP...

CHAPTER 12

SIMULATOLOGY'S HALL OF FAME!



The man who told Hawking where to stick his black hole event horizon!

Theoretical physicist Leonard Susskind argued that this is a Holographic Universe and *everything we see* – including ourselves – is a two-dimensional projection from outer space!

And Len is the guy who proved Stephen Hawking wrong!

No mean feat in the intellectual stakes. In fact, it's probably the equivalent to climbing Everest wearing just a jockstrap and carrying an elephant on your back.

Now this was *my* kind of Red Pill Weird. Being an SF writer I embellished it with this fantasy that out there in the universe there's this demon with a magic lantern that's fooling us all.

Beat that, Hubbard!

Still, it's safer than living under Scientology's Xenu with the threat of getting chained to Mount Everest and being zapped with a thermonuclear device!

So let's sit back and enjoy the show.



"This'll fool the bastards!"

No friend of God's!

In Richard Dawkins' book, *"The Blind Watchmaker,"* the famous atheist (or infamous if you're religious) eloquently argues that Darwin's process of Natural Selection is unconscious and automatic.

In other words life on earth was *not* created by design.

Dawkins means by God.

Of course, if we wanted to indulge in semantics (a favourite hobby of mine) we could argue that something that hasn't been created out of design has therefore been designed to have no design in it.

But we mustn't quibble.

Anyway, Dawkins quite properly argues that evolution is the Blind Watchmaker. Simulatology has no problem with that. If this is a computer simulation then even the earliest computers had an algorithm to create an evolutionary process.

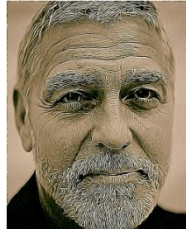
And Simulatology's Mental Energy is more than powerful enough to create as many evolutionary processes in whatever complexity you can think of as many times as you want.

So Simulatology suggests it might be the Mental Energy that's the Blind Watchmaker. He might be blind but he a lot more powerful than any religious deity that's ever been created! Therefore I think it's only fair that Dawkins enters our Hall of Fame along with Bostrom and Lloyd. **PS:** Of course Christians might argue that anything a computer can do, God can do! So what's to stop God creating evolution? Dawkins' argument sounds like a *non sequitur*.



"Thank God I was able to help you!"

Yes, you gave us the Blind Watchmaker so I'll forgive your logic. Oh, and talking of watches we mustn't forget poor George Clooney. *His* accurate timepiece has been chosen as our sponsor!

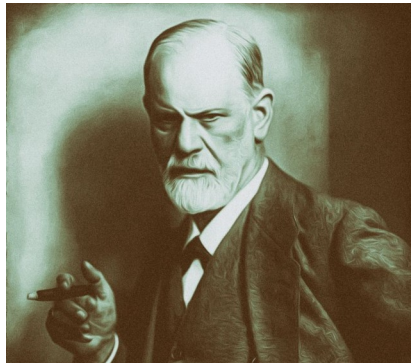


"I'm never late for a screen test."

Now let's say goodbye to the man who wanted sex with his mother and tried to involve his fellow men in the heinous crime!

CHAPTER 13

FAREWELL TO SIGMUND FREUD!



"Leich teda! Dis is no vay to treat der father of psychoanalysis!"

Simulatology needs to be family friendly.

Yes, some children may find it exciting to believe they could be in a simulation.

But they don't need any extra sex education – especially education into the *seamier* aspects of sex.

His theories like the Oedipus complex and Anal Fixation may make us wonder how his Mind worked.

We could ask if he was obsessed with sex.

I'm not against sex.

Without it I wouldn't be here.

On the other hand I have no intention of turning Simulatology into some sort of mental Pornhub. So we won't be mentioning such stuff in this book.

Golden shower, anyone?

CHAPTER 14

TALKING ABOUT ABSTRACT CONCEPTS!

CAPTAIN JACK: *The sort of world Pixar Studios are hoping to create. A world exactly the same as world we once lived in. With one difference: this one can be manipulated by a god with real powers. A god called a computer.*

The Steampunk Driven ScienCology Roadshow

Let's think about our senses.

We know what *produces* our senses because neurologists have located the pathways in the brain responsible for the sensations that enable us to see, hear and feel.

No problem there!

But there's just one thing we *don't* know.

We don't know what seeing, hearing and feeling *actually* is!

They're not *physical* objects.

They're merely *descriptions* of what is happening.

They're just abstract concepts that have no connection to the so-called physical world.

So what would those descriptions be if this was a *computer simulation*?

Think computer

They'd be algorithms!

They'd be a set of rules to follow.

Enter the Monk!

Now imagine you're a character in a computer game.

My favourite is the Monk in *Diablo III*.

The game has algorithms that simulate my character's senses and make them react as though they *are* seeing, hearing and feeling.

Adding the Google Factor

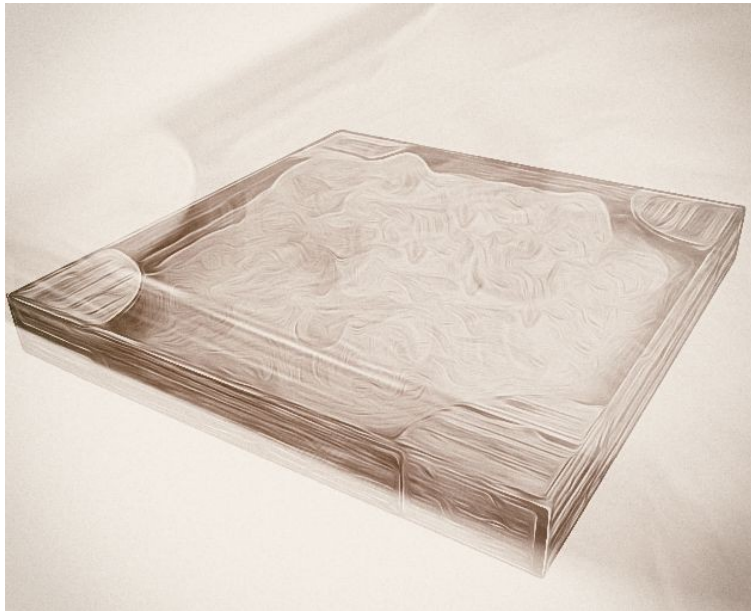
Now what if the quantum computer running our simulation is powerful enough to create Artificial Intelligent beings that are *sentient*?

This would mean that the Monk would *actually* see the monsters advancing on him and *feel* their blows!

I which case I wouldn't be playing the game!

Unless I was into BDSM!

PART 2: INTO THE SANDBOX!

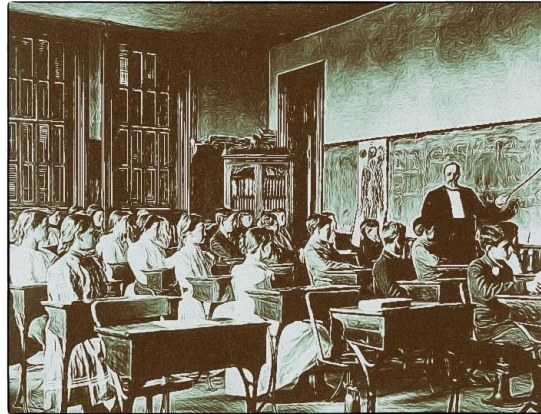


CHAPTER 15

PAY ATTENTION!

CAPTAIN JACK: *When Captain Jack explained his state of absolute consciousness we had to admit that it sounded like a pretty good hypothesis.*

The Steampunk Driven ScienCology Roadshow



Okay, now I've given you the basics of Simulatology it's up to *you* to develop it.

Think like a computer!

Assuming this *is* a simulation and we have been created by the ultimate form of quantum computer, there would be alternative explanations for things that have been described as *paranormal activity* or *pure coincidences*.

Therefore find *alternative* explanations for the following...

Shedding that Mortal Coil!

Someone's on the brink of death and they pray for help. But, instead, their life flashes by in front of their eyes. You could call this some sick joke by a malicious demon who decided that before this individual dies he's going to remind them of what they'll be missing?

But how would a Simulatologist explain it?

Back again?

Some people appear to have had previous lives. Are they Time Lords like *Dr Who*?

I not what would be the explanation if this were a simulation.

The "Tunnel of Light."

Scientists say this could be due to the physiological changes in the brain.

But in a computer simulation what would be another explanation?

Out of Body Experiences.

Who you gonna call?

Not *Ghostbusters*!

Find an explanation that would fit if this were a computer simulation.

That Looks Familiar!

It's called *Déjà Vu*! The feeling you've had this experience before. Coincidence is the conventional explanation.

But can our simulation hypothesis come up with an alternative?

We Mustn't Forget Harry Potter!

Let's look at some of those other red pill weird things we hear about.

UFO's.

How about animal mutilations or alien proctologists inserting shiny steel gadgets into some poor individual's fundamental orifice?

The Google Factor again!

Imagine this is a simulation and you're not a physical being but a form of Artificial Intelligent sentient being. How could you tell it was a simulation?

What does the brain and a computer CPU have in common?

Finally, see if any of these stimulate your ideas.

"800,000 brain cells living in a dish perform goal-directed tasks—in this case, the computer game, Pong..."

"Interpretations of quantum mechanics propose that the universe is described by a single wave function constantly splitting and multiplying, produces new reality for every possible quantum interaction."

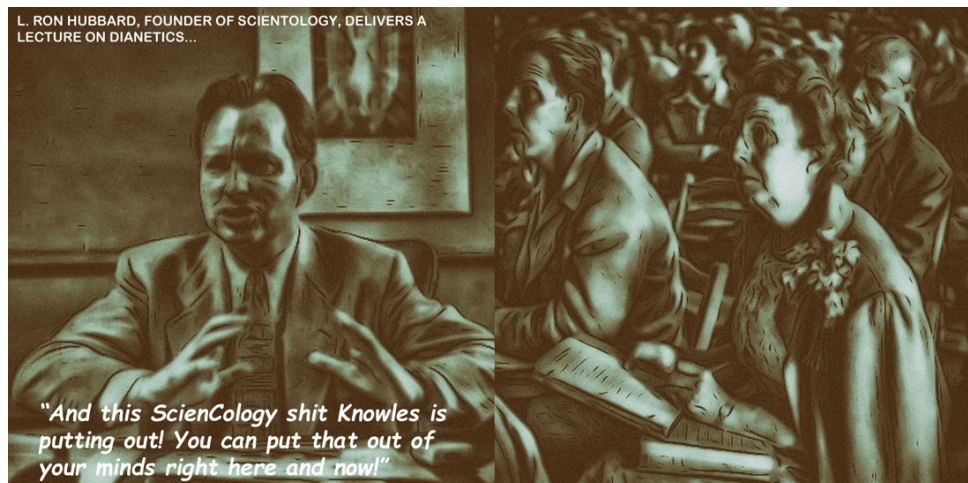
"The Human Brain Works in 11 Dimensions"

"Quantum computers could create new forms of matter."

Have fun!

And I'll leave Ron to have the last word.

And, with the backing of superstar, Tom Cruise, Hubbard is convinced *his* cult religion will continue to rule the roost!



CULT RELIGION NEWS!

PRAYER'S ANSWERED!

**Former Vatican Becomes Global HQ
For The Church Of Simulatology!**



THE END!